Scholastic Wizware™

Commodore 64®, Disk

SQUARE PAIRS™

**Matching games of memory and imagination—
Start with ours, then create your own.**

Verb

Subject

HOT

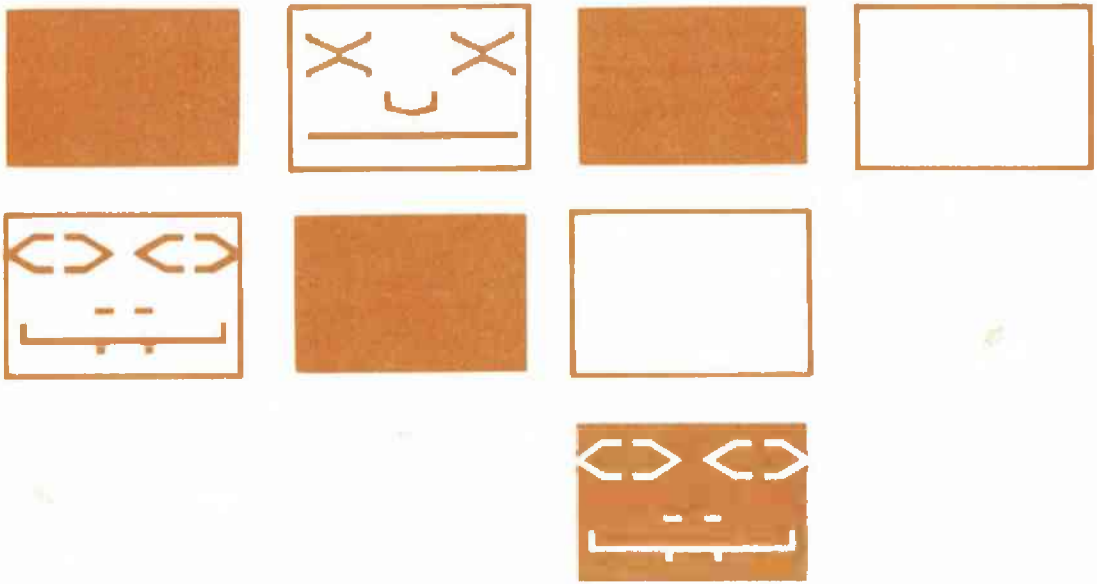
COLD

Ages 7–12

Scholastic Wizware™

Square Pairs™

Designed and Developed by Glenn M. Kleiman and
Steve Minsuk, Teaching Tools: Microcomputer Services



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Introduction

Square Pairs is a matching game. The computer screen shows a board with numbered boxes. On each turn, you uncover two boxes. Your goal is to find the boxes that match.

You can play *Square Pairs* by yourself, or with up to three of your friends. The computer can play, too. The player who finds the most matches wins the game.

A match can be two things that go together, such as a horse and carriage, your nose and face, day and night. Or a match can be two of the same things, such as two bees, two seas, or two trees.

Square Pairs comes with some games to get you started, but the best part is that it lets you create your own. Make funny games or games that teach you a foreign language. Make games about TV stars or games that stump your friends. There are more ideas in the back of this handbook, but you can think of many of your own. Use your imagination—there's no limit to the games you can create!

If you have a question about *Square Pairs*, call the Wizline℠ and ask a Wizkid what to do.

The Wizline number is (201) 567-8512.

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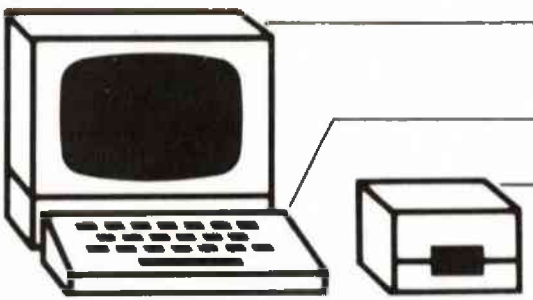
Getting Started

Equipment You Need



1 Monitor or TV (Black and white will work, but color is better.)

2 Commodore 64® computer

3 Disk drive

Commodore 64 is a registered trademark of Commodore Electronics, Ltd.

NOTE: Square Pairs uses sound played through the monitor or TV. Use the volume control to make the sound louder or lower.

How to Load *Square Pairs* into Your Computer

1 Turn on the computer and monitor or TV.

2 Open the disk drive door.

3 Hold the disk with your thumb on the label.

4 Carefully place the disk in the drive, with the label up.

5 Close the disk drive door.

6 Type LOAD"*", 8 (be sure to put quotes around the asterisk and the comma after the quote). Then press RETURN.

7 The red light on the disk drive will come on and the program will load. When it finishes, a READY message will appear.

8 Type RUN and press RETURN. The program will begin.

Using the Menus

Square Pairs has several different menus. Each menu gives you a list of choices. When you run *Square Pairs*, you will first see the Main Menu. It offers the following choices:

Play OPPOSITES (the name of a different game might be shown instead)

Choose Another Game

Make a New Game

Revise OPPOSITES (or other game)

Use Disk Aids

One of the choices in the list is highlighted with a ~~white~~ black bar. Use F5 on the right of your keyboard to move the bar and highlight your choice. Then press F7. At the bottom of each menu, you will see which keys you can use and what they will do.

You can play *Square Pairs* just by following the information on the screen and making menu choices. But here is an explanation of the game to help you through the first few times.

Playing the Game

Play the Current Game

When you load *Square Pairs*, it starts with a certain game shown at the top of the Main Menu. Try playing this game first, just to see how it works. Later you will learn how to select other games and make your own games.

Make sure the first choice in the Main Menu (to play the current game) is highlighted. Press F7. You will be asked how many players there are. Type a number from 1 to 4 and press RETURN. If you want the computer to play, count it as a player.

Each player will then be asked to type in his or her name. Press RETURN after each name. Type the names in the order you want to take turns. If the computer is playing too, type C-64 for one of the players' names.

If you make a mistake, press INST/DEL (at the upper-right of your keyboard). This will erase one letter at a time.

If you have already played a game and want the same players again, just press F7 when the computer asks for the number of players.

When all the names are entered, you will see this message: One Moment Please . . . You can then select a color. Just type the number of your choice (don't press RETURN). When the board appears, you will see your color. The choices are:

1 black
2 brown
3 red
4 light blue
5 purple
6 green
7 blue
8 orange
9 The computer will randomly choose.

If you don't make a choice, the blue board will be used. Once you select a color, it will be used in each game played, unless you select another color or quit the program.

NOTE: The colors may appear differently on your monitor or TV. You may need to experiment to find the colors that are most attractive and easiest to read.

After the game board appears, the computer tells whose turn it is and that player's score. When it is your turn, choose the first box you want to uncover. Type its number and press RETURN. Choose another box, type its number, and press RETURN.

On the computer's turn, it will show the boxes it has chosen. Press RETURN to go on to the next turn.

If you find a match, you get another turn. Otherwise, it will be the next player's turn. Try to remember what's in the boxes, so you can find a match on your next turn. Press RETURN, and the computer will cover the boxes and be ready for the next player.

When all the matches are found, the game is over. The computer will show you what was in each box. Press RETURN, and it will give the score and announce the winner. Press RETURN again and the Main Menu appears.

NOTE: If you want to end the game before all the matches are found, hold down SHIFT while pressing STOP.

Select Another Game

You can choose to play any of the games on the disk. To select another game, take the second choice on the Main Menu. Then press F7.

You will now see the Choose a Game Menu. The menu lists the games on the disk alphabetically. It shows you six games at a time. To see more games, press the SPACE BAR or use F5 to move past the last game on the list.

To select a game, use F5 to highlight that game and then press F7. The Main Menu will reappear with your new choice shown at the top.

If you decide to keep the current game, press F3 and you will go back to the Main Menu without changing the game.

Creating Your Own Games

It's easy to use the Gamemaker™ to make your own *Square Pairs* games. To learn how it's done, follow along. Let's create a new game called Fun Words.

First, choose MAKE A NEW GAME. Next, choose a small game board. Then type FUN WORDS for the name of your game, and press RETURN.

At the top of the screen is the name and size of your game. Below that you see two boxes. You will type your matches in the two boxes.

Each box holds three lines, with up to 10 characters (letters and numbers) in each line. The black square in the left box is called a *cursor.* When you type a letter, it will appear where the cursor is and the cursor will move to the next position. The bottom of the screen tells you how to move the cursor by using these keys:

CRSR (at the bottom-right of your keyboard): Moves the cursor down. To move it up, hold down SHIFT while pressing this key.

CRSR (at the bottom-right of your keyboard): Moves the cursor right. To move it left, hold down SHIFT while pressing this key.

RETURN: Moves the cursor to the beginning of the next line. From the bottom, it will move the cursor to the top line.

F3: Makes the box the cursor is in an exact copy of the previous box, so it's easy to make games with exact matches. F3 will only work if the cursor is in an empty box.

F5: Moves the cursor back one box.

F7: Moves the cursor to the next box. You have to put something in the box before you can go to the next one.

Now you can start filling in your matches. The first pair is HURDY-GURDY. Type HURDY in the first box. Press F7 to get to the next box. Type GURDY. Press F7 again. The computer will show the boxes for the next pair. Type TUTTI in the first box and FRUTTI in the second box.

The third and fourth pairs are INKY-DINKY and HOTSY-TOTSY. Type those pairs, using F7 to move from box to box.

When you have all your matches filled in, press F7. Now you can choose what to do next. Here are some tips to help you choose.

All Done?

Now you have all your matches filled in. Use F7 to move to the All Done Menu. You can choose to Save, Check, or Play Your Game.

SAVE YOUR GAME ON DISK: You can save your games on the *Square Pairs* program disk or a separate game disk. If you want to start a new game disk, see the Using the Disk Aids section, page 14.

CHECK YOUR GAME: You can look through your game again, and make changes to the game or its title. You can move through the matches a pair at a time, using F7.

PLAY YOUR GAME: Take this choice when you are ready to play your game.

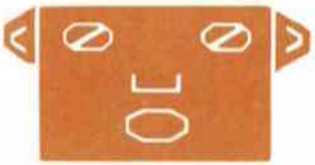
Revise a Game

You can revise your game to change the matches. This works the same way as when you checked your matched pairs.

Tips for Using the Gamemaker™

Here are some tips that will help you make your own *Square Pairs* games.

- Position words: Use RETURN and the CRSR keys to move the cursor around in the box before you type. For example, if you want a word centered, first move the cursor to the correct space, then type.
- Change or erase a letter: Place the cursor over it. Type the new letter or press the SPACE BAR to erase it.
- Delete a character: Press INST/DEL to delete a character to the left of the cursor and shift all characters after it back one space.
- Move the cursor to the upper-left corner of the box: Press CLR/HOME.
- Clear the box the cursor is in: Hold down SHIFT while pressing CLR/HOME.
- Move words: You can move a word that you already typed. Move the cursor to the first letter of the word. Then hold down SHIFT and press INST/DEL once for each space you want to move the word.



If you want to stop working on the game, hold down SHIFT while pressing RUN/STOP. You can then play the game if you want, but if you haven't filled in all your matches, some boxes will be empty.

– Use shapes and patterns: You can fill your boxes with shapes and patterns. To use them, hold down the C= .
At the same time, press any key that has a symbol on the front of it. You will get the symbol on the left side of the key.
Also, if you hold down SHIFT and at the same time press:

+ you will get ┼ — you will get │

@ you will get ✓ * you will get ─

£ you will get ▨ ↑ you will get ▩

Using the Disk Aids

There are four choices on this menu.

SAVE THE CURRENT GAME ON DISK: This will let you save the game that is listed at the top of the menu. Use this choice if you made or revised a game and then played it without saving it.

Also use this choice to copy games from one disk to another. First, use the Select a Game option from the Main Menu, and choose the game you want to copy. Then, change the disk in the drive, choose Use Disk Aids, and choose the Save Current Game on Disk option.

CHANGE STARTING GAME: When *Square Pairs* starts up, it lists the current game. You can change this so that *Square Pairs* starts up with any game you want.

First, use the Select a Game option from the Main Menu to choose the game you want as your starting game. Then choose Use Disk Aids, and use the Change Starting Game option.

DELETE A GAME FROM DISK: This allows you to make room for more games on your disk. Be careful, though, because once you delete a game it is gone forever.

Do not delete games from the *Square Pairs* disk or game disk except by using this option.

FORMAT A NEW DISK: A disk can hold up to 50 games, and you can have as many game disks as you want. But before you can save games on a new disk, it has to be formatted.

You can save games on the *Square Pairs* program disk (which is already formatted) or any disk which has already been formatted with the procedure given in your disk drive manual. You can also create a new game disk by using the Format a New Disk option. When you choose this option, the computer will give you the instructions you need.

Formatting erases everything on the disk, so be sure to use a new disk or one that doesn't have anything on it you want to keep.

Fun Games

Here are some ideas for *Square Pairs* matches.

lollipop	popillol
gorilla	allirog

Space Talk

E.T.	Phone home
Mork	Nano nano

Kooky Books

Think Positive	Shirley U. Can
I've Got a Secret	R.U. Listening

Math Game

2 + 4	6
30 − 3	27

History Game

1492	America discovered
1776	Declaration of Independence

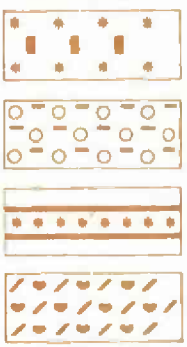
The Me Game

Birthday	January 2
Eyes	Blue

The Friend Game

Bobby	good guy
Susan	great dancer

Patterns



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